

DARKSTALKERS

CHRONICLE™ The Chaos Tower



CAPCOM®

Warnings

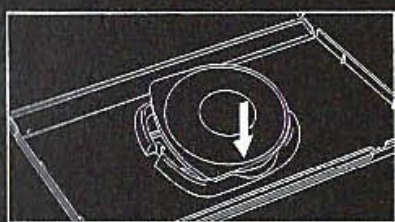
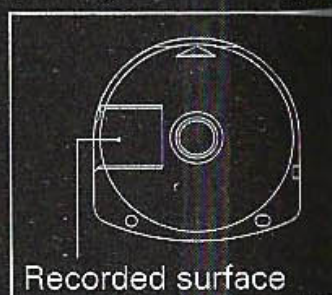
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the TV screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

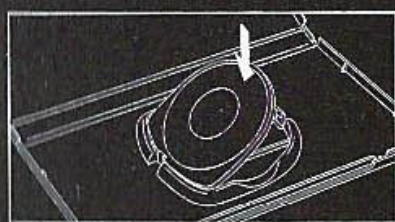
Use and handling precautions

- This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with PSP handheld systems marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick® Duo or Memory Stick® PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP handheld system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCEA will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc unit it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side unit it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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A Special Message from **CAPCOM®**

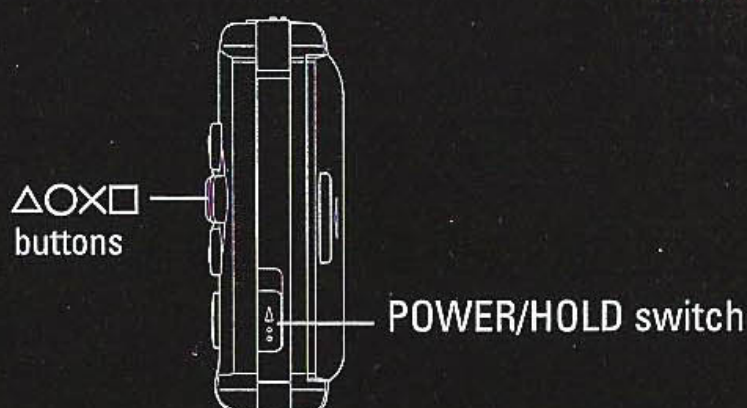
Thank you for selecting DARKSTALKERS CHRONICLE™: The Chaos Tower for your PSP™ handheld entertainment system. CAPCOM® is proud to bring you this new addition to your video game library.

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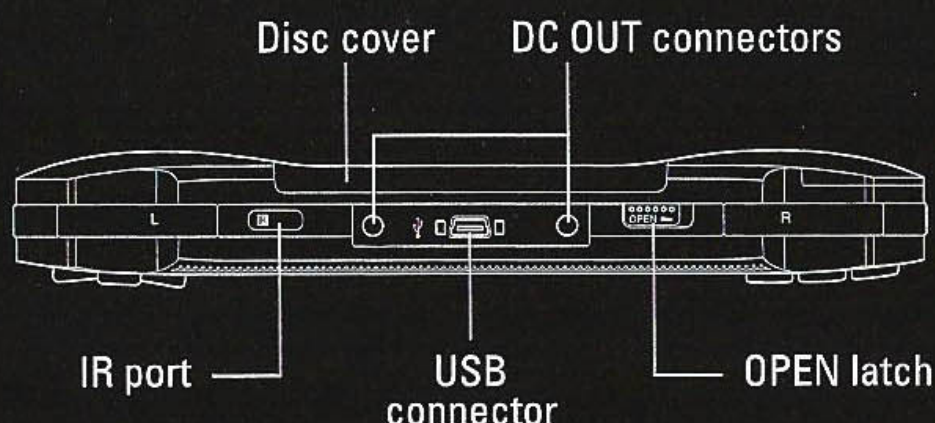
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Getting Started

Right side view



Front view



Set up your PSP™ handheld entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN button to open the disc cover. Insert the (SOFTWARE TITLE HERE) UMD™ disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP handheld's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP handheld to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

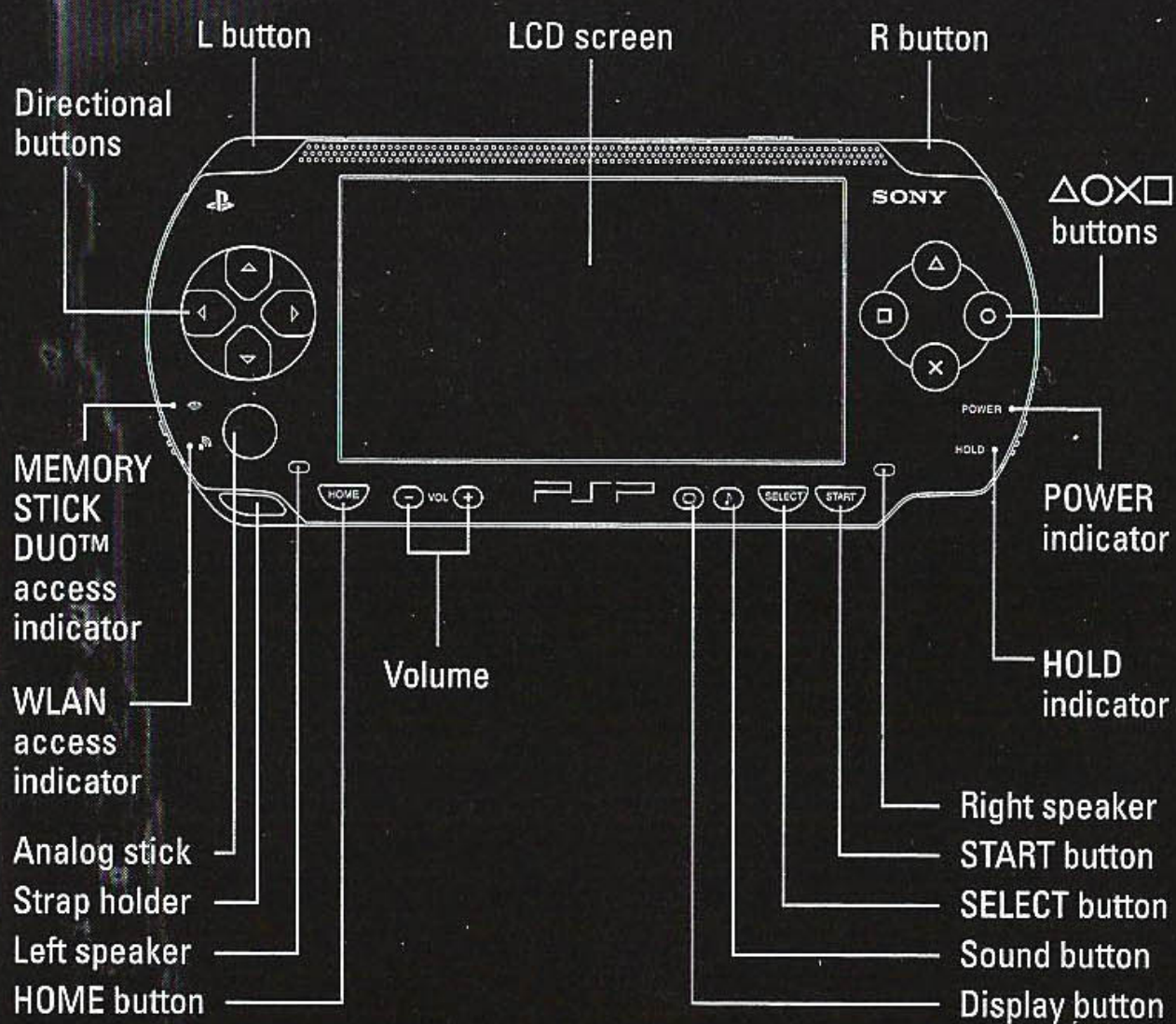
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP handheld. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

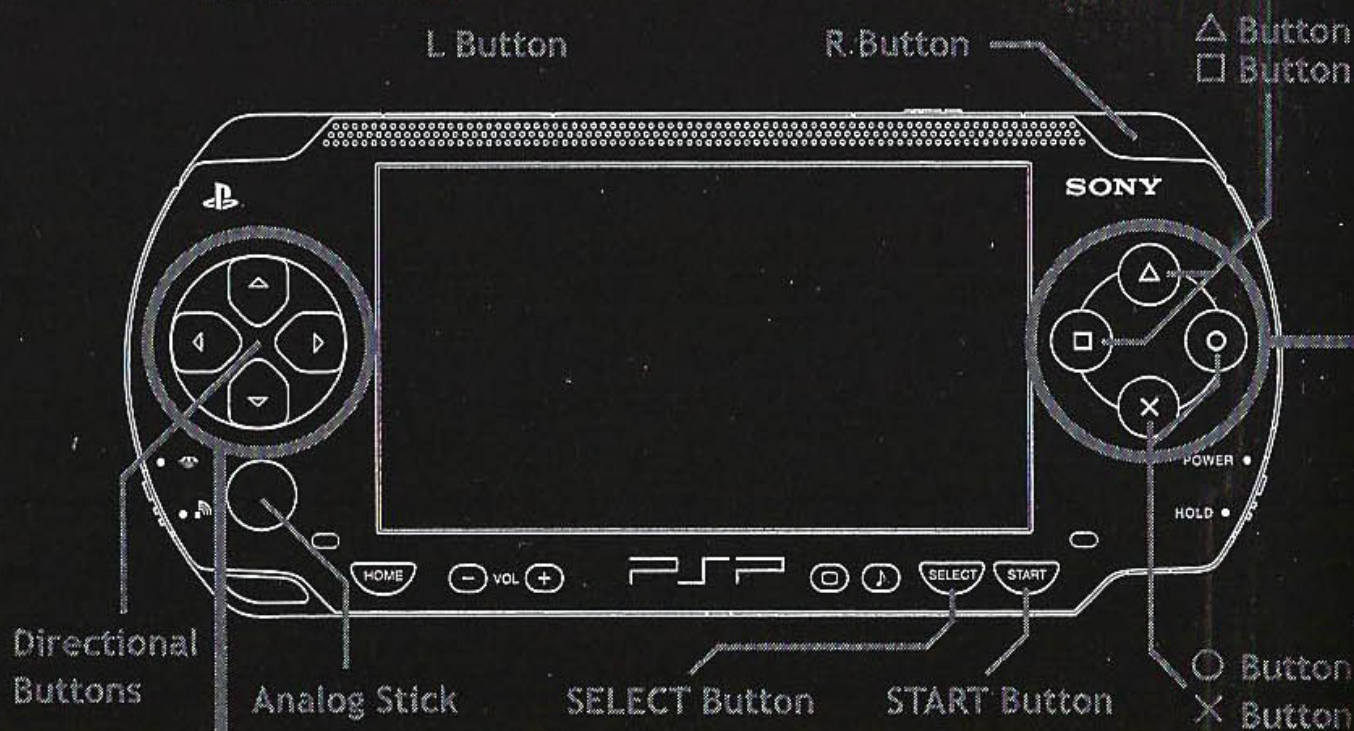
Starting Up

PSP™ handheld entertainment system configuration

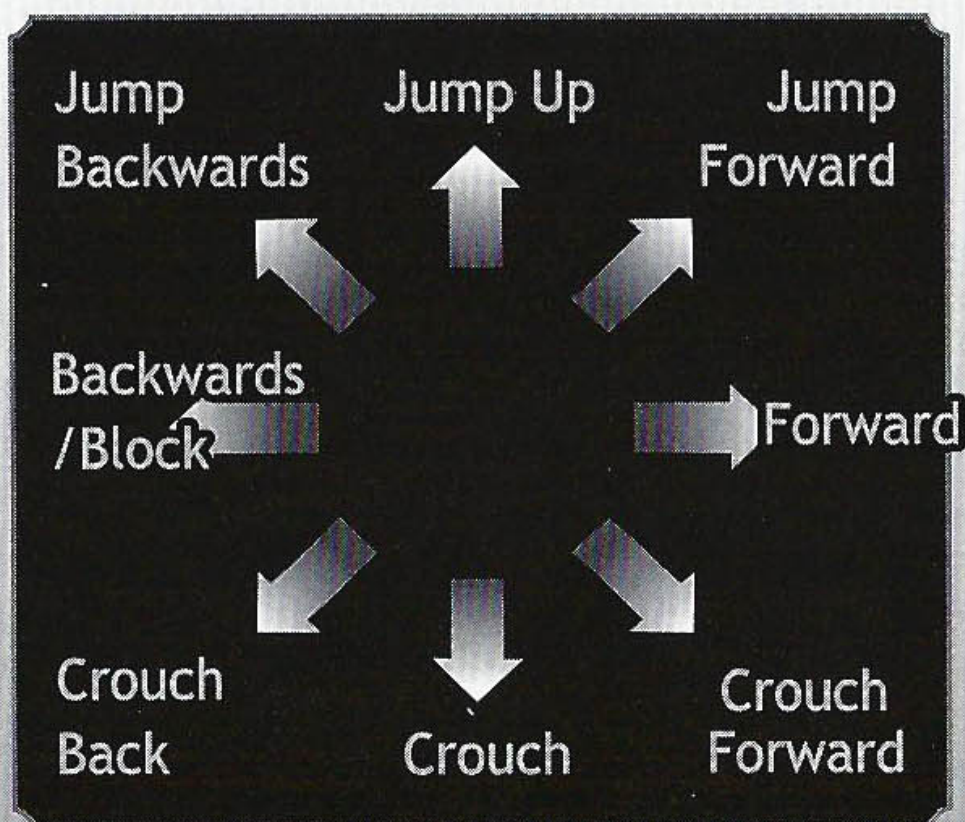


Controls

"PSP"



Directional Buttons



Directional Buttons also used in menus and options.

* This button layout reflects the default settings. Change the button configuration layout or change controls to "EASY" from the Option Menu (see page 24).

Default Punch Buttons



Button

Light



Button

Medium



Button

Heavy



Button



Button



Button

Default Kick Buttons



Other Controls

START Button

Press during a match to pause the game and open the Pause Menu.

SELECT Button

Taunt your opponent.

*Only available when using Darkstalkers® or Night Warriors® character modes.

Dark Force

Press Punch and Kick buttons
of the same strength



*Only available when using Darkstalkers
or Night Warriors character modes.

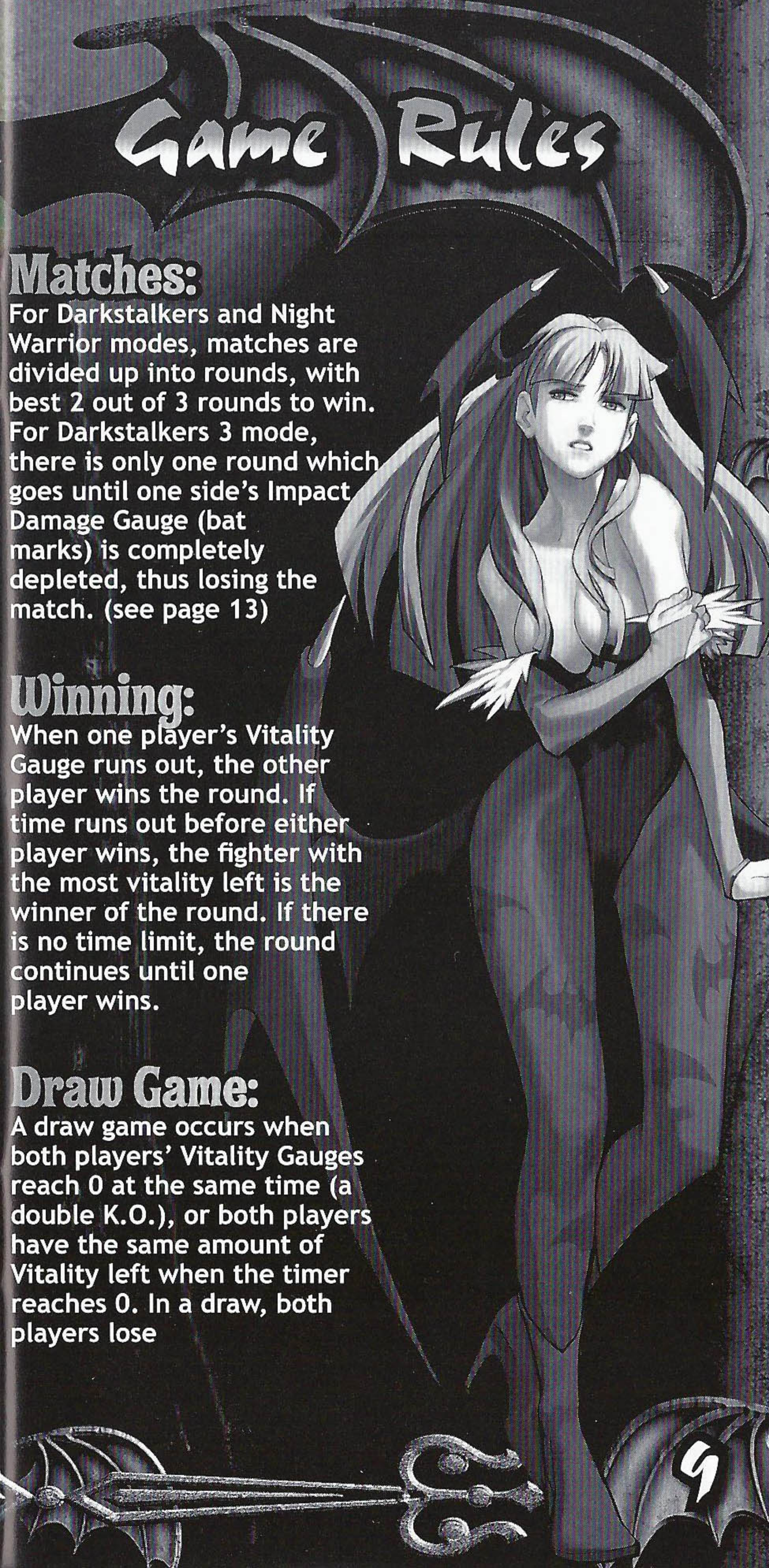


Game Screen



- ① Auto Mark - Displayed when Auto Mode is enabled.
- ② Bonus Message - When you pull off a special move, a corresponding message is shown here.
- ③ Character Name and Portrait - Shows the name and portrait of the character in use.
- ④ Timer - Shows the amount of time remaining in the round.
- ⑤ Score - Player's current score.
- ⑥ Type - Indicates the mode for the current character.
- ⑦ Win Mark - Shows the number of rounds won.
 - In Darkstalkers®3 or Night Warrior mode, a mark appears when a round is won.
 - In Darkstalkers mode, winning a round takes a mark away from the opponent.
- ⑧ Special Stock Gauge - Perform moves to fill up gauge in order to perform Dark Force, ES, and EX moves.
- ⑨ Stock Number - Number of times the Special Stock Gauge can be used. *Not used in Darkstalkers mode.

Game Rules



Matches:

For Darkstalkers and Night Warrior modes, matches are divided up into rounds, with best 2 out of 3 rounds to win. For Darkstalkers 3 mode, there is only one round which goes until one side's Impact Damage Gauge (bat marks) is completely depleted, thus losing the match. (see page 13)

Winning:

When one player's Vitality Gauge runs out, the other player wins the round. If time runs out before either player wins, the fighter with the most vitality left is the winner of the round. If there is no time limit, the round continues until one player wins.

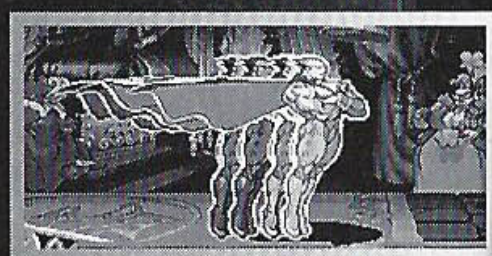
Draw Game:

A draw game occurs when both players' Vitality Gauges reach 0 at the same time (a double K.O.), or both players have the same amount of Vitality left when the timer reaches 0. In a draw, both players lose

Special Controls

Dashing:

Press forward or backward twice to dash in that direction.



Pursuit Attacks:

Press UP and any Punch or Kick button while the other player is on the ground to jump on your opponent and attack while he/she is down. (*Not all characters can perform this move)



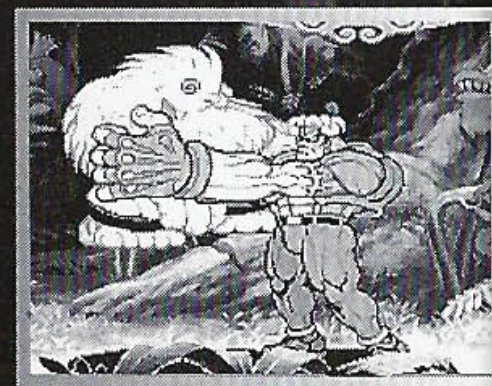
Rolling:

Press Right or Left and any punch or kick button while on the ground to roll in that direction before getting up. Useful for dodging Pursuit Attacks and throwing your opponent off guard.



Throws/Grabs:

Get close and press either Right or Left along with either a medium or Heavy attack to grab and throw your opponent. Some characters may attack their opponents rather than throwing them.



Tech Hits:

To reduce damage taken from a throw, do a throw motion (Right or Left along with either a medium or Heavy attack) as soon as you are grabbed. Only works against normal throws and mid-air throws.



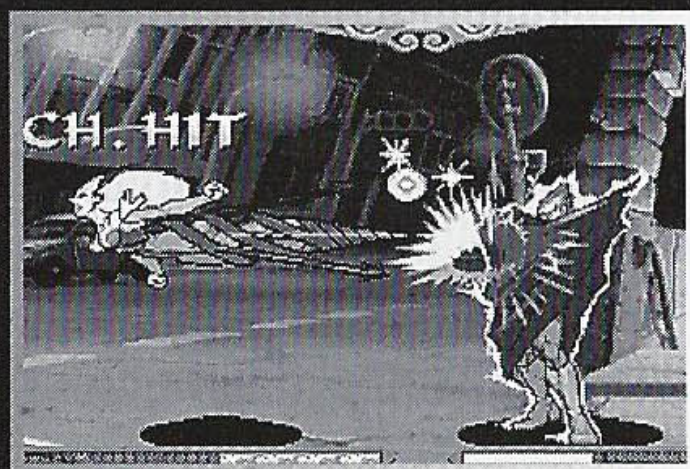
Guard Cancel:

Enter Forward, Down, Forward-Down and either a punch or kick the instant you block an attack to counterattack your opponent.



Advancing Guard:

Press Punch or Kick repeatedly while guarding against an opponent's attacks to push your opponent back. (*Not all characters are capable of this)



NOTE:

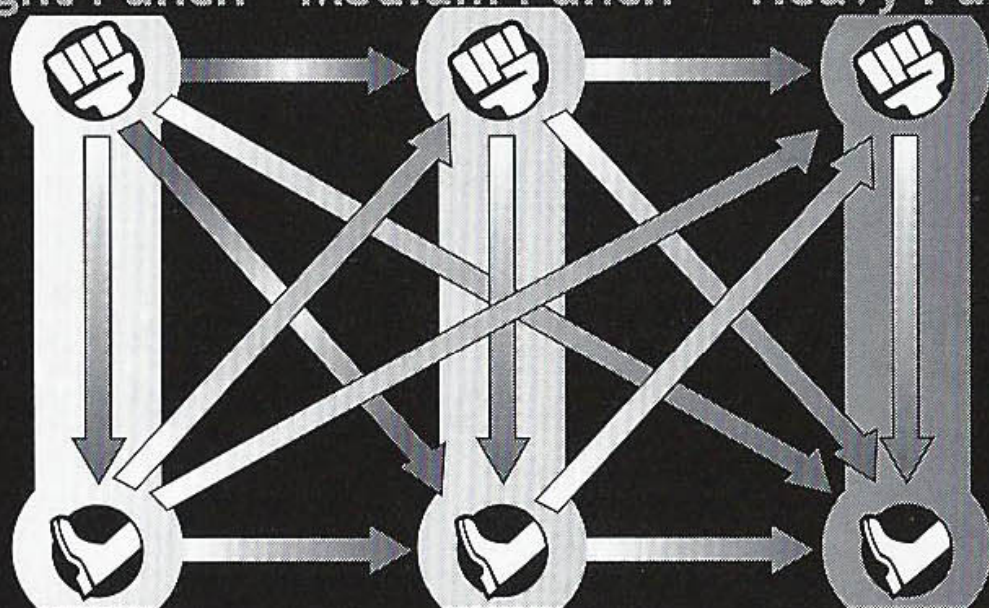
All Directional buttons (left/right) assume you are facing the right. Please reverse the direction when facing the left.

Special Controls

Chain Combos:

By following the chart and pressing a new attack button the moment one attack hits, you can chain together standard attacks for a combo.

Light Punch Medium Punch Heavy Punch



Light Kick Medium Kick Heavy Kick

*Some characters may use slightly different chain combo button progression.

ES Moves:

Modified versions of special moves that use 1 level of the Special Stock gauge. Press 2 or more Punch or Kick buttons at the same time while entering a normal Special Move command to perform an ES move. You can also turn Pursuit Attacks into ES moves by doing the same thing.

(*Some Special Moves cannot be turned into ES Moves)

EX Moves:

The next step up of Special Moves past ES Moves, EX Moves use from 1 to 3 levels of the Special Stock gauge. The amount of power each move has, etc. varies between characters and moves.

Arcade Mode

Arcade

Single-player mode that pits you against CPU-controlled opponents. Select from 18 characters and go head-to-head against 7 fierce opponents. If you lose a match, you can continue and try again from that opponent.

Beginning a New Game

1 Mode Select

Select the type of fighting system

DARKSTALKERS

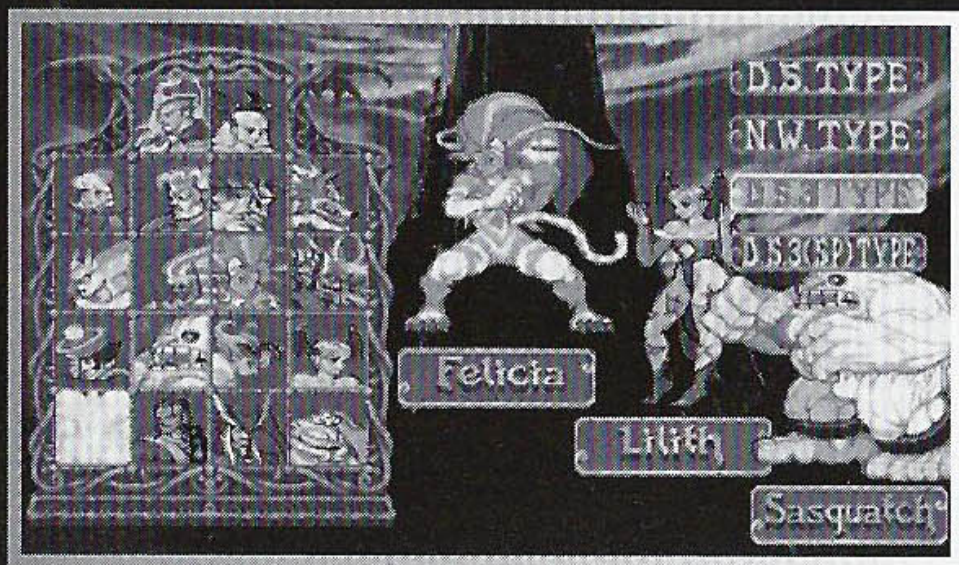
Matches split into rounds. Win 2 of 3 rounds to win the match. Rounds won when opponent's Vitality gauge reaches 0. Only 1 level of Special Stock Gauge.

NIGHT WARRIORS

Matches split into rounds. Win 2 of 3 rounds to win the match. Rounds won when opponent's Vitality gauge reaches 0. Special Stock Gauge can be filled up further.

DARKSTALKERS 3

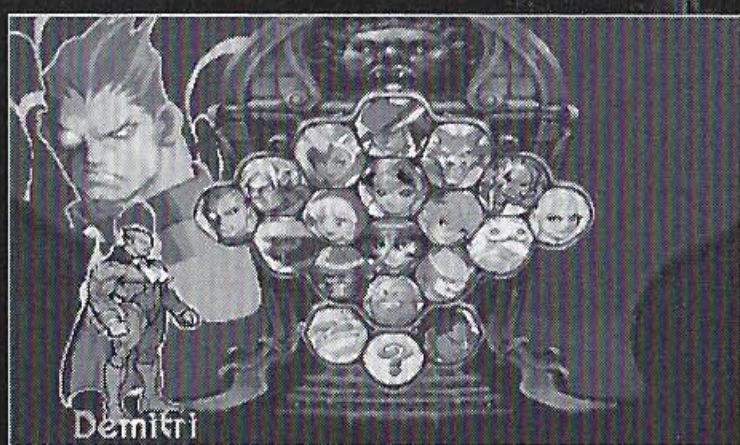
Matches split into Downs. Win 2 of 3 downs to win the match. Downs taken when opponent's Vitality gauge reaches 0. Special Stock Gauge can be filled up further.



Arcade Mode

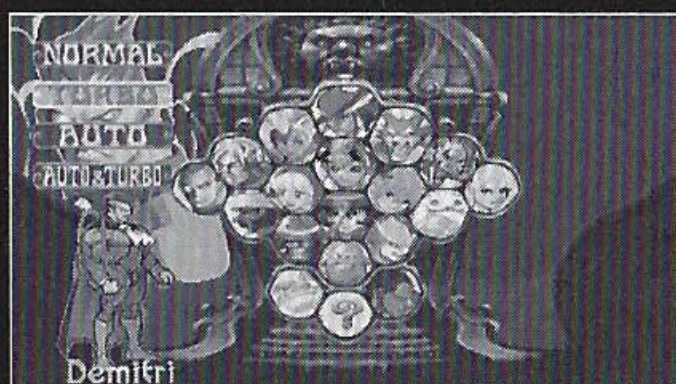
2) Character Select

After selecting a game mode, select the character you wish to use. Use the Directional buttons to move through the list, and press one of the punch or kick buttons to make a selection. The character's costume color will depend on which button used to select that character.



3) Speed Select

Select your character's speed, as well as Auto Mode.



Normal

Standard speed.

Auto

Sets Guarding to automatic.

Turbo

Speed of the game up one level from Normal.

Auto & Turbo

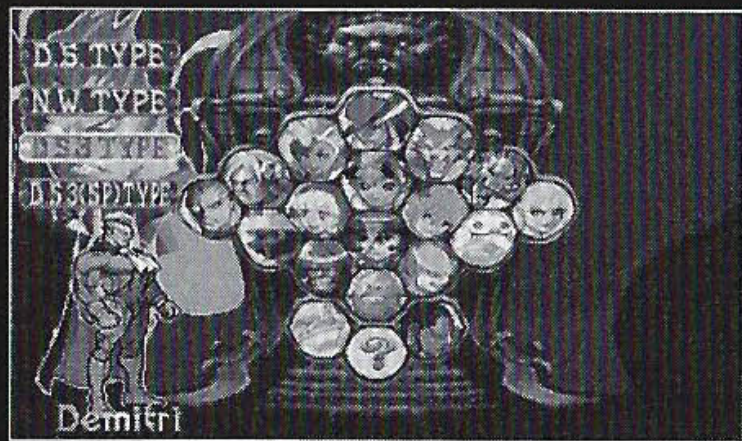
Sets Guarding to automatic and increases the speed of the game.

Note About Auto Mode:

Auto mode allows you to guard against attacks automatically. However, you will still take a small amount of damage even if you guard against normal attacks, and you can only build up the Special Stock gauge to Level 3.

4) Type Select

Select one of four parameter setups for your character.



DARKSTALKERS

- Moves and commands taken from the Darkstalkers game.
- Chain combo formula is different.
- Characters not in the original Darkstalkers adapted to match other Darkstalkers game characters.

NIGHTWARRIORS

- Moves and commands taken from the Night Warriors: Darkstalkers Revenge game.
- Chain combo formula is different.
- Characters not in the original Night Warriors adapted to match other Night Warriors game characters.

DARKSTALKERS3

- Moves and commands taken from the Darkstalkers 3 game.
- Chain combo formula is different (mid-air chains).
- Dark Force available.
- Characters not in the original Darkstalkers 3 adapted to match other Darkstalkers 3 game characters

DARKSTALKERS3(SP)

- Moves and commands taken from the Darkstalkers 3 (SP) and Night Warriors (SP) games.
- Chain combo formula is different.
- Dark Force taken from Darkstalkers 3 (SP) and Night Warriors (SP).

Network Mode

NETWORK MODE

Communicate with nearby PSPs using the Wi-Fi functionality to go head to head with other players, any time, any place, with anyone you want.

*See page 38 for more Wi-Fi basics.

VERSUS

Enjoy one-on-one match-ups. Change characters between each match, set handicaps to even the playing field, and select stages you want to play on.

LIMIT BATTLE

Two-player mode where you can set limits on matches, such as "No Punches" or "No Kicks."

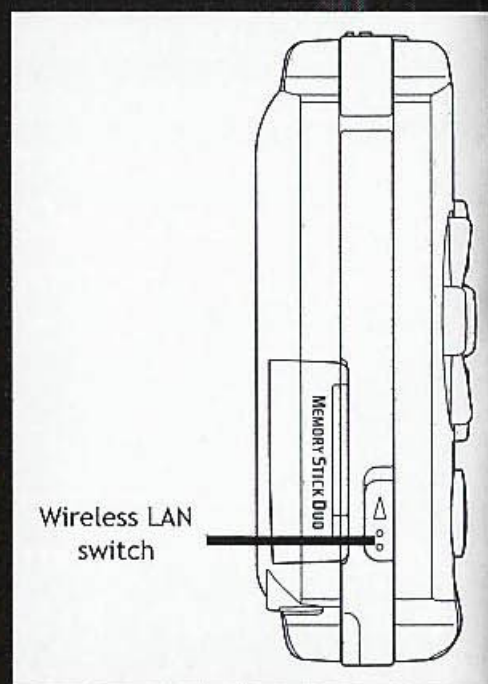
LEAGUE

League mode will allow four players to match up in round-robin battles. Order for the battles will be determined by the number of wins/losses that a player has. Any place where you have four players together, you can have a mini-tournament.

STARTING A MATCH IN AD HOC MODE:

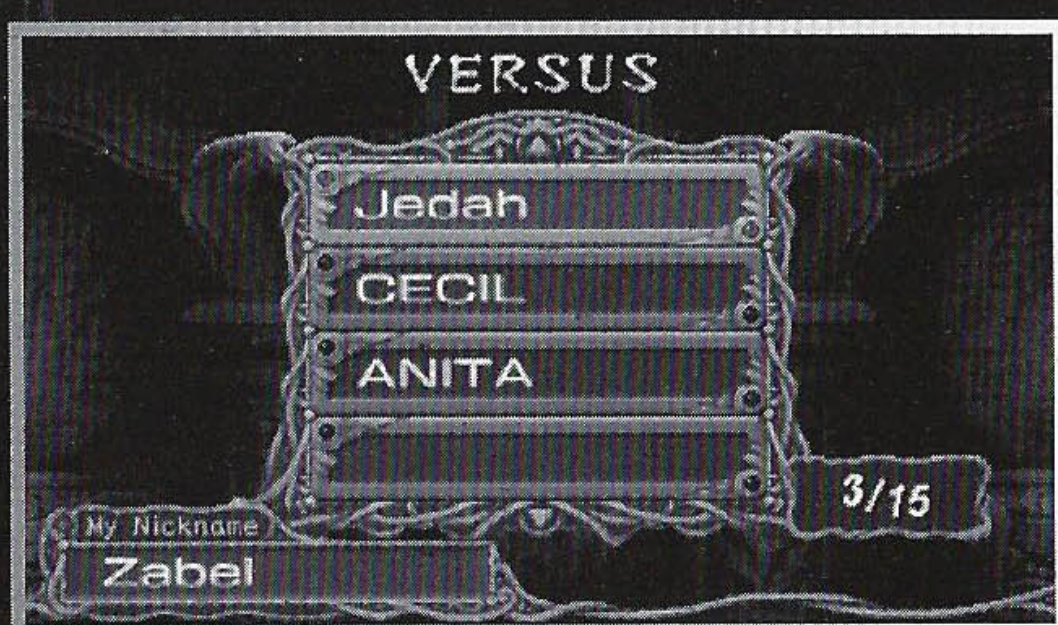
Make sure the Wireless LAN switch is set to ON. Then select "Network" from the Mode Select screen. From there, select the mode you wish to play to connect to the Lobby waiting screen.

*Options cannot be changed during Ad Hoc Mode. If you need to change your settings, such as button configuration, please do so before entering Ad Hoc Mode.



LOBBY SCREEN

The Lobby Screen displays a list of people who can be played using Wi-Fi. You can select an opponent from the list, or wait for someone to challenge you. Once both parties agree to match up, Player 1 becomes the person that accepted the challenge, and Player 2 becomes the person that made the challenge. Match settings are set by Player 1 only.



1) Player List
Shows nicknames of connected users.

2) Your Name
Shows your own nickname.

3) Number of Users
Number of users shown versus the total number of connected users

- * Press the Δ button on the Lobby Screen to return to the Network Mode selection screen.
- * To modify your nickname, use the PSP unit's settings. See the PSP instruction manual for details.

This product uses communications software developed by NetBSD Foundation, Inc. and its affiliates. See <http://www.scei.co.jp/psp-license/pspnet.txt> for more information.

Network Mode

AD HOC MATCH FAQ

Q - What is Wi-Fi?

A - Wi-Fi, or wireless LAN, is a data transmission technology that does not require the use of actual cables. Wi-Fi is built into the PSP itself, and this game uses its AD HOC MODE to enable players to play against each other.

Q - What is AD HOC MODE?

A - AD HOC is a type of connection on a wireless LAN that does not require an access point, enabling PSPs to communicate with other PSPs close by.

Q - What do I need to play against other players using AD HOC MODE?

A - You don't have to set up anything. All you need is a copy of this game, *Darkstalkers Chronicle™ - The Chaos Tower*.

Q - Why can't I get a signal?

A - First, check to make sure your wireless LAN switch is set to ON. If it is set to OFF, turn it on and try again.

Q - Sometimes when I'm playing against another person, the screen will freeze suddenly, it will restart, or the frame rate will slow down a lot.

A - If you occasionally experience issues such as these, the wireless LAN signal may be losing strength and affecting the gameplay. The strength of the signal depends on the location of the two units, the distance between them, and a number of other factors.

**See page 38 for more Wi-Fi basics.*

Tower Mode

In this mode, select 3 characters from among the 18 available, and conquer the mysterious Chaos Tower. Your path through the tower will change depending on how you fight, changing the outcome. The key is to always be aware of your surroundings and think carefully about which fighter to use as you make your way to the top of the Chaos Tower.

Game Rules:

- 1) Fighting System set as Darkstalkers 3 mode.
- 2) Player chooses 3 fighters.
- 3) Each room holds an enemy, waiting to fight. Defeat your opponent to proceed to the next floor of the tower.
- 4) The Vitality of the two selected fighters not being used will recover gradually.
- 5) Once all three fighters run completely out of Vitality, you lose and it's Game Over.

BEGINNING A GAME

MODE SELECT

Select TOWER from the Mode Select screen. The next screen will give you two options:

-New Game

Begin a new TOWER game from the beginning.

-Continue

Pick up a saved game where you left off. During a TOWER game, you can press the START button on the Information Screen to open the Tower Menu and save your progress to resume later. (see Page 27 for information on saving) *Note: Only "New Game" is available when there is no save data present.

Tower Mode

2) CHARACTER SELECT

Select 3 different characters from among the 18 characters available. You cannot select the same character more than once. Just as in Arcade Mode, once you select a character, you can set the Speed setting and parameter Type.

Information Screen

This screen shows information on the current stage, including the strength of the opponent in that stage, as well as the requirements for advancing to the next stage.

① Enemy Information

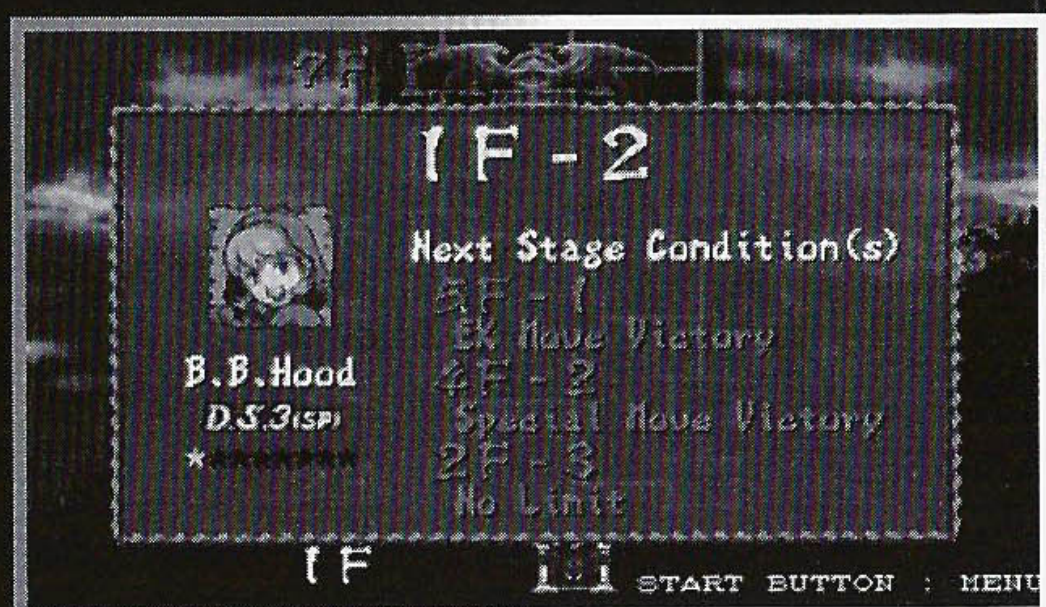
Shows the name of the enemy on that floor, the parameter type, and CPU skill level (more stars means a higher level).

② Current Floor

Shows the name of the floor you are currently on.

③ Requirements/Split

Shows the conditions to advance to the next room. If you do not fulfill these conditions, you will advance to the room with no conditions set.



Map Screen

If you press the Δ button while on the Information Screen, you can view the map of the Chaos Tower. The area in red indicates your current location. Move the bat icon with the Directional buttons to check the area around you. If you move the bat to a stage you have already completed, you can press the X button to view the information for that stage again. To exit the Map Screen, move the bat icon over your current location and press the X button.

1) Current Stage

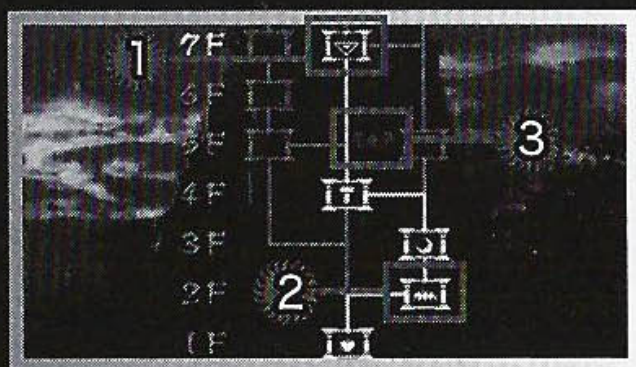
Stage you are currently on.

3) Bat Icon

Moveable cursor for the Map Screen.

2) Stage Icon

Changes to reflect the enemy waiting in that stage.

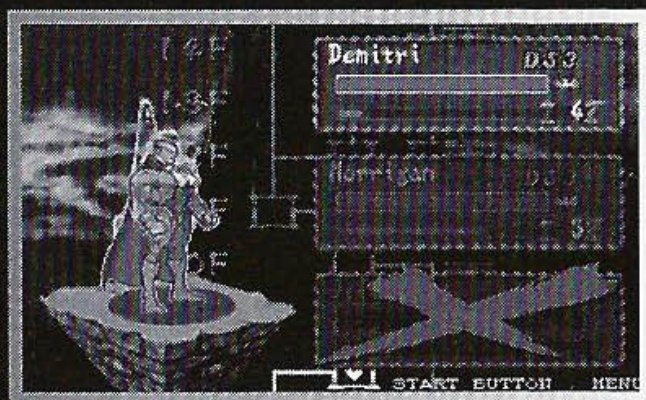


Fighter Select Screen

Use the UP/DOWN Directional buttons to highlight the fighter you wish to use from among your 3 chosen characters, and press the X button to confirm. After the match is over, the characters not selected will have recovered a small amount of Vitality.

① Selected Character
Shows the character currently highlighted.

② Character Information
Shows the Damage Gauge, Special Stock Gauge, and other information for each of the three selected characters.

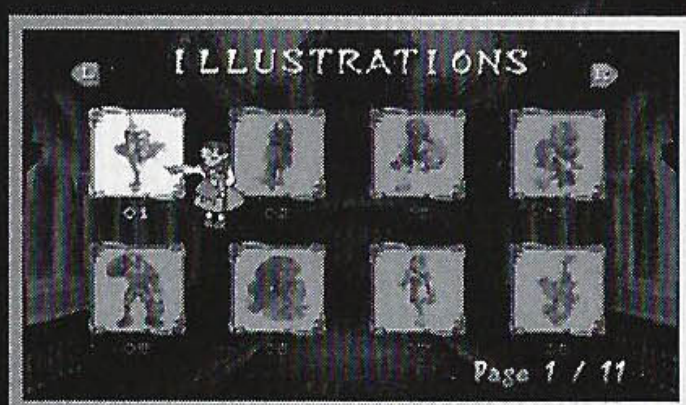


Chronicle Mode

Here you can view artwork and movies from past games in the series. Unlocked items are saved with your save data, so by playing through the game you can work to collect them all.

ILLUSTRATIONS

View various character illustrations and posters from the series. Highlight the item you wish to view and press the $\square$ button to zoom in, and the O button to zoom out.



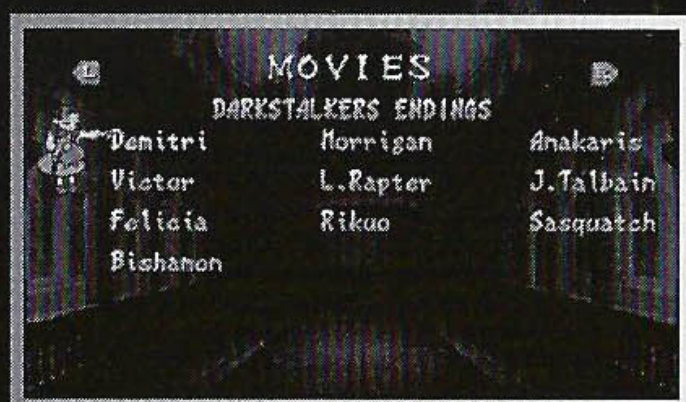
SOUND

Listen to the BGM and sound effects used in the game. Use the L and R buttons to switch between music and sound effects pages. Use the Directional buttons to select songs or sounds, and the X button to Play and the $\triangle$ button to Stop.



MOVIES

View the ending movies for all the characters in the series. Use the L and R buttons to move through the titles in the series, and the Directional buttons to select a character.



Training Mode

Use the Training mode to practice fighting moves. When you press the START button during Training mode, aside from the standard pause menu, you also have a special menu for Training mode to let you customize your training session.

Training Menu

ACTION

Change the actions of your sparring partner.

STAND - Opponent stands.

CROUCH - Opponent crouches.

JUMP - Opponent continually jumps.

COM - Fights controlled by the computer.

RECORD - Control your opponent for 10 seconds and record specific actions.

PLAY - Play back the recorded actions for your opponent.

S.S. GAUGE

Adjust the level of the Special Stock Gauge used. Set to INFINITIE to leave it full all of the time in order to practice special moves that use up the gauge.

GUARD

Change the way your opponent guards. Set to ALL to make your opponent guard against all attacks, and set it to OFF to have your opponent not guard against anything.

SPEED

Choose from 4 levels of character movement speed: Normal, Turbo 1, Turbo 2, and Turbo 3.

ATTACK DATA

Turn on/off the on-screen display of attack data during Training mode.

COCKPIT

Turn on/off the on-screen display of the Damage Gauge and the Special Stock Gauge.

Options Mode

Change settings in the following areas: Game Option, Screen Setting, Button Configuration, and Save/Load. Use the Up/Down Directional buttons to highlight an option, then the X button to confirm.

GAME OPTIONS

Adjust various parameters that affect the gameplay. Use the Up/Down Directional buttons to highlight an option, then press Left/Right to change the settings.

DIFFICULTY

Adjust the difficulty in Arcade Mode from 1 to 8, the higher the number the more difficult your opponents become.

DAMAGE LEVEL

Adjust the level of damage each attack does on a scale of 1 to 4. This affects both your attacks on your opponent, as well as attacks you take from your opponent.

TIMER SPEED

Adjust the speed the timer counts down on a scale of 1 to 4. You can change this to Infinites and play with no time limit.

DEFAULT SETTINGS

Return all options to their default settings.

GAME SPEED

Adjust the in-game speed of the characters' movements.

AUTO GUARD

Set this to ON to be able to select to use Auto Guard or not when selecting characters.

DAMAGE GAUGE

Adjust the Damage Gauge on a scale of 1 to 4.

BGM VOLUME

Adjust the volume of the music in the game on a scale of 0 to 15.

SE VOLUME

Adjust the volume of the sound effects in the game on a scale of 1 to 15.

BUTTON CONFIG.

Re-assign each punch and kick to a different button, and switch between Normal and Easy controls.

NORMAL

Use 6 attack buttons and change their position on the controller. Combine normal light, medium and heavy attacks with buttons for 2 punch buttons at once, 3 kick buttons at once, etc. in any combination.

EASY

Allows you to play with just 4 buttons. Note that you cannot set Medium Punch and Medium Kick. When you set controls to Easy mode, the options for Easy Chain Combos, Easy Commands, and Memory EX Moves will be unlocked.



Easy Chain Combos

With this option, pressing Light Punch -> Light Punch in succession will automatically give you a Light Punch -> Medium Punch chain combo.

Easy Commands

This option allows you to simplify special moves and pull them off easily.

*See page 28, Fighters, for Easy Mode Special Move commands

Options Mode

Memory EX Moves

By assigning "Memory EX" to a button, you can set an EX Special Move command to perform automatically by pressing just that button. Move the cursor to the Memory EX option and press the O button to change the assigned command. The screen will show a list of

EX COMMAND LIST		
	B.B. Hood COOL HUNTING	DS NH D3 SP
	Hsien-Ko CHINESE BOMB	DS NH D3 SP
	Rikuo SEA RAGE	DS NH D3 SP

commands on the left, with the right side of the screen showing the name of the move and which mode/type it can be used with.

Screen Settings

Screen Size

Switch the screen display between Wide and Normal. Setting it to Wide will display the game to the edges of the screen.

Wallpaper

When Screen Size is set to Normal, wallpaper can be displayed on either side of the screen. Change the wallpaper displayed using this option.



*Button configuration and screen settings can also be changed from the Pause Menu during the game.

SAVE/LOAD

Save/load game data and settings.

Save

Save data for options, Chronicle Mode, high scores for Arcade Mode, etc.

Load

Load saved data.



*Memory Stick Duo™ required to save game data (sold separately). Insert it into the slot before attempting to save.

*At least 128KB of free space is required to save game data.

*Data is automatically loaded when booting the game, so please insert your Memory Stick Duo with your game data before powering up the unit.

*Do not remove the Memory Stick Duo during save or load operations, as this may corrupt the save data.

Fighters

Character Name

Jedah

Special Moves

EX Moves

Dio=Cega

Nero=Fautica

Ira=Spinta

Finale=Rosso

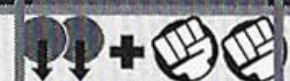
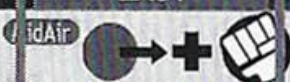
Prova=Di=Servo

NORMAL

EASY

In Air

In Air



NORMAL

EASY

All directional button commands assume the character is facing right. Reverse left/right directions when facing the left.



Punch Button



Kick Button



Shows the direction the directional button should be pressed.



Charge

Hold the indicated direction slightly before pressing the next direction.

GC

Indicates that the move can be used as a Guard Cancel Move as well as a Special Move.

The moves listed in the following pages are based on the "Darkstalkers 3" character mode. Visit the following official website for a detailed list of all moves:

<http://www.capcom.com/darkstalkers/>

Jedah

NORMAL

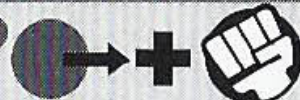
EASY

Dio=Cega

MidAir



MidAir



Nero=Fautica



Ira=Spinta

In Air



In Air



Finale=Rosso



Prova=Di=Servo



B.B. Hood

NORMAL

EASY

Smiling Missile

Charge



Charge



Happy Missile

Charge



Charge



Cheer of Fire



Cool Hunting



Beautiful Memory



Apple for You

While Close



While Close



Q-bee

NORMAL

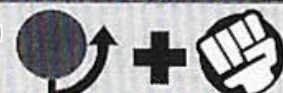
EASY

C→R

MidAir



MidAir



Delta A

MidAir



MidAir



S by P

MidAir



MidAir



Qj

MidAir



MidAir



Plus B

MidAir



MidAir



Lilith

NORMAL

EASY

Soul Flash

MidAir



MidAir

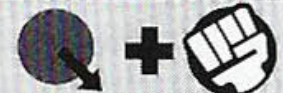


Shining Blade

GC



GC



Merry Turn



Splendor Love



Luminous Illusion

MidAir



MidAir



Demitri

NORMAL

EASY

Chaos Flare



Demon Cradle



Bat Spin



Demon Billion



Midnight Bliss



Morrigan

NORMAL

EASY

Soul Fist



Shadow Blade



Valkyrie Turn



Darkness Illusion



Anakaris

	NORMAL	EASY
Royal Curse	MidAir Only  + 	MidAir Only  + 
Spirit Inhale	MidAir (Inhale→Disgorge)  +   + 	MidAir (Inhale→Disgorge)  +   + 
Cobra Blow	 + 	 + 
Mummy Drop	 + 	 + 
Pit of Darkness	 +   	 +   
Pharaoh Magic	MidAir  ·  ·  ·  · 	MidAir  ·  · 

Victor

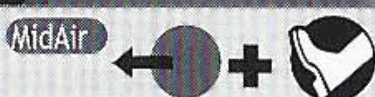
	NORMAL	EASY
Mega Forehead	 Charge  + 	 + 
Mega Fist	 Charge  + 	 + 
Gyro Crush	 + 	 + 
Mega Shock	Stand Close  + 	Stand Close  + 
Thunder Break	 Charge  +  	 +  
Gerdenheim 3	Stand Close   +  	Stand Close  +  

Lord Rapter

NORMAL

EASY

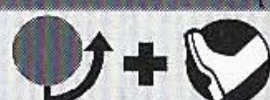
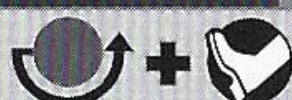
Death Hurricane



Skull Blade



Hell's Gate



Evil Scream



Death Voltage



Hsien-Ko

NORMAL

EASY

Weapon Throw



Reflect Gong



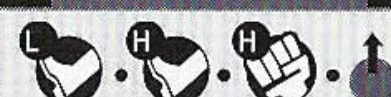
Guillotine Swing



Rising Soul Blade



Spikes From Heaven



J. Talbain

NORMAL

EASY

Beast Cannon	MidAir  + 	MidAir  + 
	GC anti-air  + 	GC ground to air  + 
Climb Razor	 ↑ + 	 + 
Million Flicker	 +  Tap	 +  Tap
Dragon Cannon	 +  	 +  
Razor Slice	 .  .  .  . 	H  .  . 

Felicia

NORMAL

EASY

Rolling Buckler	 +  Add 	 +  Add 
Cat Spike	 + 	 + 
Delta Kick	GC  + 	GC  + 
Dancing Flash	 +  	 +  
Please Help Me	 +  	 +  

Rikuo

NORMAL

EASY

Sonic Wave



Poison Breath



Aqua Spread



Water Jail



Sasquatch

NORMAL

EASY

Big Blow



Typhoon Kick



Ice Towers



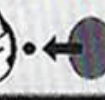
Big Freezer



Bishamon

	NORMAL	EASY
Soul Stun	MidAir  + 	MidAir  + 
Soul Summon	After Stun  + 	After Stun  + 
Storm Slash	After Stun  + 	After Stun  + 
Quick Slash	 Charge  +  or 	 +  or 
Onikubihineri	 +  	 +  

Donovan

	NORMAL	EASY
Kill Shred Release Sword	Release  + 	Release  + 
	Call Sword  + 	Call Sword  + 
	After Release  + 	After Release  + 
	Thunder  + 	Thunder  + 
Change Immortal	    	  

Pyron

NORMAL

EASY

Soul Smasher	MidAir  + 	MidAir  + 
Galaxy Trip	MidAir  +  or 	MidAir  +  or 
Orbiter Blaze	MidAir  + 	MidAir  + 
Cosmo Disruption	 +  	 +  

Huitzil

NORMAL

EASY

Plasma Beam	Stand  + 	Stand  + 
	Crouch  + 	Crouch  + 
Missile Launcher	MidAir  + 	MidAir  + 
Final Guardian Beta	 +  	 +  

Wi-Fi Basics

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

*Note: Player is responsible for Wi-Fi fees.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and setting up details, please refer to the PSP system's Instruction Manual.

Hint: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

Notes



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永遠の挑戦者たち

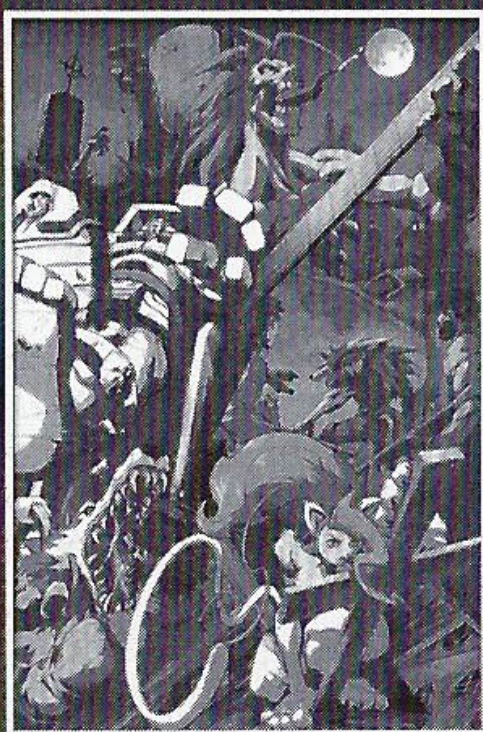
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